

FANTAZINE

STAGE 2, LEVEL 3

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SKIPPER

PAT REYNOLDS

FEARLESS CREW

SEAN PETTIBONE

JESS RAGAN

TYRONE RODRIGUEZ

MARK ALLEN

ADRIAN PROCTOR

RICH PLUMMER

PETE FOOTE

DAVE WILSON

BRIAN TRAMEL

TIM PRIEST

TOM PRIEST

MATT SONEFELD

CHRIS DYER

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this issue's colophon headers. Pat's # is
1-616-452-1744. You have a much
better chance of getting the next issue
sooner if you call and let him know how
great you think *Fantazine* is. That or
send nude photos of Tori Amos. Or
Daphne Zuniga. Or Meg Ryan. Or...

REYNOLDS RAP

Is the gaming industry headed for another crash? Does it need another crash? There are some among us who seem to think that it is a needed cleansing process. Here is what I think of this subject.

Looking at the hobby I've been involved in since the Atari 2600, and taking into account the changes running through it today, I'd say that yes, we are facing another crash. And yes again, it might be good for the industry, but I don't want to see it happen. Nor do I think it has to happen; the current can be reversed.

There are too many variables being introduced left and right into gaming today, so many that we can't keep up and the new technology is leaving an awful lot of potential behind. I personally don't like many of the "new generation" game systems, especially the CD-ROM craze. I feel that games on Sega CD, 3DO, CD-I, and although it's not a CD system, the Jaguar, are sorely lacking in the necessary element of gaming - fun. Companies are too tied up in trying to bring us what they think we'll like, and they seem to think that what we want more of these days is shit like *Night Trap*, *Voyeur*, and *Ground Zero Texas*. Multi-media is crap, friends. This isn't gaming, at least not the way I like it.

I remember when the pace of new systems was just about right: After the crash of the now classic systems, of which I only ever had a 2600, the NES came out and dominated the market, with the SMS trailing behind. The SMS and NES had both reached their potential before the Genesis and SNES were introduced. This was all fine and happy with me - I gladly bought both 16-bit systems and basked in the new sights and sounds.

Enter the industry of today. Game companies don't seem to care about the consumer anymore; they are much more involved in their competition to outdo the other guys to care. It looks like before either the Genesis or SNES reach their peaks their companies are going to flood the market with new systems. The Project Reality and Saturn are set to go head to head soon... too soon. With CD systems either built in or in the near future of both sets, the technology just keeps moving. New competition from multi-media platforms is eating the industry from the inside.

Already there are hundreds of new games across the board introduced nearly monthly. With 2 major handhelds, and nearly a dozen game systems to choose from, retailers can't even keep up with the flow of software. Some have been forced to simply limit the titles they can stock because of this. Space limitation has even forced some retail outlets to stop carrying entire lines of product (Babbage's here in GR has stopped selling both NES and TurboDuo, and it looks like Gameboy will be next). What's going to happen when Nintendo and Sega launch their next wave later this year? -How much longer will my two-favorite systems (Genesis and SNES) be able to keep a grip on the market? What happens when gamers like myself get so sick and tired of all the new hardware and software, complete with ever-increasing prices, and simply stop trying to keep up with it? What about the game developers? Already strung out with the new freedom of cross-platform titles, how will they manage? Big companies like Konami and Capcom are expected to make the transition to both Nintendo and Sega's new systems as well as keep up with 16-bit software. The answers, my friend, are grim. The hobby is running out of time; and I'm out of space. Never give up!

PAT

LETTERS TO PATMAN

LETTERS TO THE EDITOR

ENTRY LETTER

Pat,

You may not believe this, but I actually agree with you about this ad campaign that the SNES is on. Not only, as you said, has the Genesis already done worse things, but they'll come back with something bigger and better before long. It is a never ending war that can't be stopped (if it was stopped we wouldn't have those awesome commercials... bummer). I also know where Jess is coming from (although I haven't seen the ad). I used to own a Genesis and no SNES, and at that time I thought the same way as he does. Now that I own both systems I can see that BOTH systems have their ups and BOTH systems have their downs (Duo for me when it comes to CD... Sega CD has no games and therefore sucks).

On to other things. I thought the cover was okay, but The Intimidator's hands seemed to be a little awkward.

I'm very glad you offered to let me use "Pat's Real Life Stories", it's magnificent, stupendous... and I liked it too, but what ever happens to that wanna-be Tim and who is that girl you mentioned? Now, as for MJ's "Big Whiny Editorial", he's almost right about good games, there are about five a year... but that still isn't enough. I don't have much to say about his anime part because I just watched my first anime the other day (*Akira*)... it was spectacular, weird, but spectacular! That *Ranma 1 2 3* article and cheat sheet was good, but very long. I assure you I didn't read it all (I don't have the game and probably never will). I totally saw "The Gripes of Wrath 2" coming... although I had no idea what it would be about... cheats again, huh! But wait there was more. I liked the anime section and

"Intimidating" was even better than usual. The top ten worries of Batman were so-so, but I loved the top ten pick-up lines for Superheroes.

Another articles by MJ... in one issue... WOW! And this article hits WD on the nose. I've always liked their products and, if you check out ish 5 of *EL* you will see that their slogan, "Our products go to 11", was my favorite slogan of the year.

The back cover was okay, but is it me or does that chick look a lot like Janet Jackson? Well, that's about all I have to say for now! Stay in touch.

Sincerely,

David Hunt

Editor, *Entry Level*
Stanton, CA

- Well, someone finally agrees with me about that Nintendo "advertorial", eh? How about that? That makes it 2-2 on the issue.

Did I hear you ask what happened to the Tim imposter? You can find out in this very issue's episode of Real Life Stories! The girl I mentioned in the last episode is actually a real live person, as is the guy who looks like Tim. We see both of them every Tuesday and Thursday in the cafe at school. I don't know her name, but I do know that she's very good looking and never shuts up. Maybe I'll do an entire story about her one of these days.

"Akira" is an excellent choice of anime to start with. In fact, I recommend that anyone who has never seen any Japanese animation start with that movie. Why? Because there IS a lot of lousy anime out there, and some mediocre stuff as well, which might turn potential fans away before they even

see anything decent. "Akira" is the biggest, most expensive, best animated, most mind-blowing example of anime available, and you can see it dubbed or subtitled now.

It's funny you should say that my back cover of Samus Aran looked like Janet Jackson, because when I finished it I was dismayed... I thought she looked exactly like Michael!

JESS GETS EDITED

Pat,

Got the issue, and I must say that you are really, REALLY pressing your luck. If you're so tired of my pro-Genesis rants, then what on EARTH possessed you to print the one page out of several in my letter pertaining to it, and proceed to blow me apart as a result? The reason why I'd asked you to bring your SNES is because it's the only way I could possibly play any of those wonderful Japanese games you've purchased from VGU. Certainly, I'm a biased man, but the desire to play games overseas is stronger than that bias.

Secondly, I APPRECIATE your running my letter with the vowels reinstated into the word "FUCK"! I have reasons for replacing them with asterisks; your reconstituting them makes me look like a hypocrite. Same goes with the end to "Yeecooow!" - I was angry at Pettibone at the time I'd written that, but I'd sent you a rewrite on the review page afterwards as to not refuel any wars between us. What do you do? You run the piece as is and disrespect my wishes, making me look like a hypocrite AGAIN and prompting Pettibone to take action against me, which he will undoubtedly do. THANKS A LOT.

Anyhow, the issue - good, but the encapsulated review format has got to go - more elaboration is a definite must. As to your comment about the SNES being technically superior, this is only true

audiovisually. The 6800 processor is an industry standard thanks to its flexibility - a customized 16-bit version of the 6502 just doesn't cut it... *(at this point I've lost the next page of Jess' letter, so we'll just end it here - Pat)*

Jess Ragan
Editor, Project:Ignition, Concept
Edmore, MI

- The reason your letter was printed is the fact that it worked so nicely with my editorial. It's not my fault that after over a year of my proving you wrong you're still insisting that I must be biased.

Your second point is a good one, and it's my fault for not warning our readers that I will re-edit in any vowels you people replace with "". Why? I strongly feel that the line of thinking which says it's okay to swear as long as you edit out a vowel or two is stupid. Who are you kidding? You are either saying FUCK or you're not. Anyone from age 7 and up can figure what "f*ck" or "sh*t" really means. There, you've been warned. If you don't want me to print your naughty language, don't try to clean it up with asterisks.*

THE GOOD, THE BAD, AND THE LETTER PAGE

Pat:

Hey! You're back! I'm so happy! I was worried that you had been eaten by radioactive salmon, or maybe Mikey Pittaro had started that war he'd been pinning for and had you keelhauled. Glad to see you're OK.

Can you stomach another response to that advertorial dealie? The main reason Sega's mildly libelous ads didn't bug me was 'cause of the slightly tongue-in-cheek attitude, whereas Nintendo takes its slander deathly serious. HOWEVER, Sega's new contest wherein you try to find the best ways to fuck up your GameBoy or whatever is easily as bad as Nintendo's Crock o' Shit ad, and should be dealt with accordingly. Pistol-whippings all around!

SUGGESTION: Babbage's has a nice selection of windows fonts for sale at only \$10. Eh? Eh?

AHHH! Shee-it! I had the G-fucker editor's real name, but I forgot to write it down! Kill me! Ugh. It's "Raman Kujaiman" or something (I think, not sure). and I know this because a bill they were sending to some music club got mixed in with the issue of TG, TB, & T8B they sent me, so I recieved it, opened it, checked when the bill was due and sent it sometime after late fees were sure to incur. HA! So there, Mr. (undescended) Nutz! Although I would tend to agree that, yes, GEA should be fucked, I bother to find out if someone is a member or not before I start acting like a prick. Not to imply that Mr. (lice on my) Nutz is acting.

I couldn't agree with MJ more on Vicki Ireland being one kick-ass CEO, but one thing I'd like to point out is the horrible dubbing of *Outlanders* by various fruits, nuts, and community theater rejects. The case for subtitled, I'm sure. *Gunbuster*, which I rented with it was infinitely better despite the fact that the heroine was the biggest emotional wreck I've ever seen. Oy. Ah well. Can't wait to see *Battle Angel*. Well, I'd better go, I'm getting all ready for the fandom war! See, I got my stylish (yet manly) chain gun waxed, my kevlar flak jacket's been ironed (\$55 Banana Republic). and I have the - what? What do you mean the war is just a fabrication of a kid who turns knee-jerk reactionary at the first hint of critique!? Daaah! Push the button, Frank.

Brian Pacula
Editor, *The Good, The Bad, & the 8-bit*
Mill Valley, CA

- I was starting to think we'd get through a letter column without any Pittaro bashing. Darn and drat, Brian, you've gone and made the poor kid look foolish again. Oh, the humanity!

Anyway, thanks for the G-force

anecdote. You know you shouldn't have sent that bill in, don't you? You should have used the address and ordered some nice lingerie for our pal Mr. (smaller than mustard seeds) Nutz. Of course, he'd probably send you an issue then, too.

*It's good to see that you're getting into anime. I agree with you about the dubbing of Manabe's *Outlanders*. Ouch! My ears were bleeding after an hour of that whiny bitchy PMS-sounding "actress" they had reading the part of Kahm! My lobes ache just thinking about it. Well, *Battle Angel* is incredible - I hope you've checked it out by now.*

BT GOES JAPANESE

Pat,

Enclosed is an article for the next issue of *Fantazine*. As you can tell, I really enjoyed the last issue. Keep up the hard work.

I'm interested in buying either a Super Famicom or Mega Drive. Could you tell me where to buy - the cheapest place and so on. Also give me details on how/where do I buy games for it? I've been told that the SF has a great wrestling game featuring Japanese wrestling stars. I would love to play this. I'm a fan of Japanese wrestling and get tapes of it from Japan every month.

Got to run. Hope you can use the enclosed and help me find a SF or MD.

Brian Tramel
Steele, MO

- As long as you already have a SNES or Genesis, you don't need to shell out big money for the Japanese equivalents. Simply buy an adaptor from the mail order outlet of your choice. They run around \$20. Games are a different story. Be prepared to spend anywhere from \$89-\$150 per game, plus shipping. You'd better be damn sure it's a game you like first, though.



ATARI LORD

BY MARK ALLEN

I can't believe the new low *Fantazine* struck in the game reviews last issue. There was a game, *Tempest 2000*, that is making everyone from Joe Dokes to his grandmother jizz on the Jaguar, reviewed by Jess fuckin' Ragan. Give me a break! Of course he's not gonna like it too much! He won't let himself. Jess might as well start reviewing Super Nintendo games as well so he'll have something to slander every issue instead of every six months when a Jaguar game is released.

Yet another good reason to buy a Jaguar arrived with my issues of *Fantazine* and *Digital Press*. Sega is declaring bankruptcy! Well, maybe not yet. But when a company starts having "Name the..." contests, you can be sure bankruptcy is not far behind.

I recently finished "Game Over" by David Sheff. It depicts the personalities of the people behind Nintendo in Japan and here in America.

I was impressed with Nintendo as I never have been after reading the book. I am staunchly anti-Japanese business, but I have to admit that Nintendo earned every penny they made. Those guys worked their asses off and showed ingenuity while doing it.

I was not impressed with the management of Atari after reading the book. Bushnell was good, although he screwed up his later ventures. Warner Bros. worked with the lubricity of a typical American corporation! It's motor melted and seized up. These yokels made more *E.T.* cartridges than they did consoles to play them! They literally dumped product into a hole and bulldozed it!

The Tramiels were depicted rather poorly in the book, coming off as business-ignorant, vicious and greedy. They seemed rather silly but they were 100 percent justified in their lawsuits against Nintendo's monopolistic practices.

Nintendo owned videogaming because of its lockout chip and the fear it struck in licensees.

However, the Judge was correct when he said Atari crossed the line when it manufactured *Tetris* through its Tengen company. Tengen had been negotiating to become a Nintendo licensee. In a neat bit of backstabbing, employees gained access to Nintendo's copyright file by pretending to be engaged in a lawsuit with the company. The file contained all the information on Nintendo's lockout chip Tengen needed. The company had tried to reverse engineer it and failed.

Nintendo had always manufactured all carts for its system. When Tengen started producing *Tetris* on its own Nintendo was pissed, thus creating a collector's item when a Judge ruled that Tengen was a pack of weasels.

The story of how Tengen could produce *Tetris* first and have Nintendo produce it a short time later is even more screwed up and complex. Makes me glad I'm not in the business world. The head of NOA gets up at five and works until late evening. That sucks!

I achieve parity in my life by working 8 hours a day as a newspaper reporter, spend 8 hours a day on stuff, and spend 8 hours a day sleeping. "Stuff" includes cleaning the house, keeping the car tidy, paying bills, running errands, playing guitar, playing games, hugging Lori the wife, throwing the frisbee, exercising, reading, praying, hanging out with pals, getting hella plastered, and hiking in Shawnee National Forest. When I work a 12 hour day I feel out of balance the next day.

Sheff said that the NOA head makes time for his family and actually (gasp) takes a vacation now and then! That's as opposed to tough as nails/never smile Yamauchi, head of NOJ. So what! I can't make a year's worth of spiritual enlightenment in two weeks.

I've read Joe Santulli and others complain about the Jaguar and other systems being pumped through TV speakers because of the lack of A-V jacks.

I run all my systems through my stereo and let me tell you, games like 7800 *Robotron* have some punchy, ripping sounds.

My reciever has jacks for the tape player, phonograph, and one other external source. The phono jacks don't work though, so I'm stuck with one set of jacks for my CD player, VCR and turntable.

My reciever is in an entertainment center and hard to get at, so I run a couple wires from the external inputs out the back. There I have the plugs from my CD, turntable, and VCR, and I plug the one in that I want to use. I originally had two plugged in via two splitters, but strange things happened. I had to turn the VCR off for about 10 minutes before the CD could be heard. The CD could be played with the VCR on, but it blew the VCR audio levels up to the redline. So now I go with one at a time. My 7800 TV/game switchbox has the twin leads attached to an OHM adaptor, which slips onto the RF. Turn on the VCR and run it into the stereo and you've got a good sound system. It's not actually in stereo, but it sounds great.

TO PLAY OR NOT TO PLAY

CLAY FIGHTER TOURNAMENT

EDITION

INTERPLAY
FIGHTING

SNES
AVERAGE

OVERALL: 8

"That had to hurt!" That announcement, one of many new speech additions to this upgraded version of last year's quirky hit, sums up how owners of the original game will probably feel after playing *Tournament Edition*.

That's because everything the original game was lacking is fixed here. The control is tighter, the game is faster, there's a ton of new voices, including loads of mid-battle announcements ("I like it!"), and a new combo system allowing for 2-8 hit attacks.

Tournament earns its name here as well: up to 8 players can compete in single or double elimination contests, as well as a sudden death tourney. The easy to follow fight chart plots out the winner's path to victory.

Other nice touches include new digitized images of each fighter on the VS. Mode select screen, new or touched up backgrounds for everybody, the ability to name your character in the tourney modes, and a few improvements to animation and sound quality.

I always liked *Clay Fighter*, even though I'll admit it had its flaws. Interplay was obviously aware of them as well, and has fixed them, bringing the game from good to outstanding. As of now, *CFTE* is available only for rental at Blockbuster, but I'd spring for it if it were to become available for sale; otherwise it's a worthy rent.

- Pat Reynolds

NORMY'S BEACH BABE-O-RAMA

EA
ACTION

GENESIS
AVERAGE

OVERALL: 6

If you're the kind of guy who's ever jumped out of a hospital window to avoid having to read one of those cheesy "Shoebox Greetings" cards, this game is not for you, as its graphics are HIGHLY reminiscent of such cards. If you're burned out on the plethora of cheesy *Super Mario Bros.*-style carts, this game is not for you, either, as the mechanics are remarkably similar to those of *Taz-Mania*. If you plan to go out on a rampage and kill everyone you see after playing just ONE MORE GAME with a "save the girl" theme. THIS GAME IS NOT FOR YOU (and get some help... quickly). If you want hot, sexy, suntan lotion-drenched babes... SURPRISE! This game's not for you, either, unless you're really THAT desperate. Anyone out there left? No? Guess this game has less of an audience than I thought...

- Jess Ragan

JOE & MAC 2

DATA EAST
ACTION

SNES
AVERAGE

OVERALL: 7

I'll cut right to the chase with you here - this is just another side-scrolling action type game. I personally can't sit through more than 3 levels of any of these drab, repetitious titles unless they have something unique and outstanding about them. *Joe & Mac 2: Lost in the Tropics* does not. Still, the graphics are good, the sounds are good, the control is good. If you just loved the first game then you can't live without this one, as it's much better. But those of you like me - tired of the same old thing - had better look elsewhere for their action satisfaction.

- Pat Reynolds

SD RIDERS

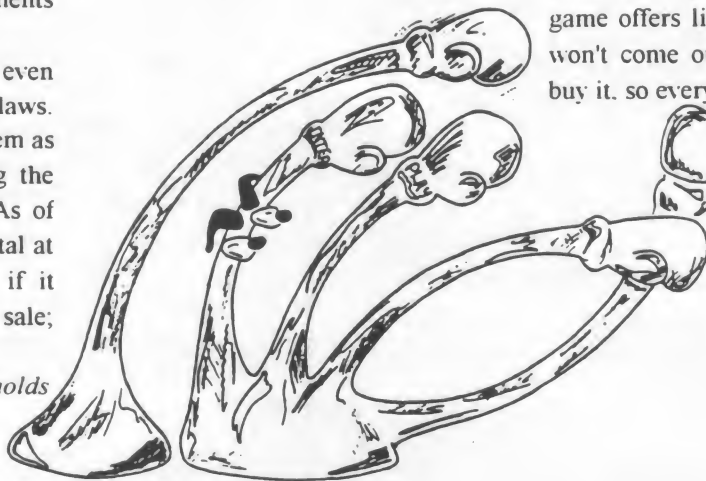
BANDAI
ACTION

SUPER FAMICOM
AVERAGE

OVERALL: 5

I'm usually a big fan of Japanese games, and the Super Deformed line, but this game just grated on my nerves. The action is simplistic: you ride a motorcycle and kick enemies off of their bikes. This gets extremely repetitious in no time flat, and the game offers little in the way of diversity. It won't come out over here, and you WON'T buy it, so everything's cool.

- Pat Reynolds



SUPER STREET FIGHTER II

CAPCOM
FIGHTING

SNES
AVERAGE

OVERALL: 9

Well, here's the third SNES *SFII* title in as many years... I probably shouldn't be reviewing this game because I'm a big fan and I have no real problem with the fact that Capcom is milking the game for all they can get, as I've said before. If you have a problem with it, don't buy it. As a conversion of the arcade game, it's nearly flawless, and by far the best of the series. The music is totally redone as are almost all of the voices, and there are many great new features. The problem everyone will share with me is the total lack of *SSFII Turbo* features, but then, the title isn't *SSFII Turbo*, so it's still a great game. Will Capcom bring out *SSFII Turbo* for home systems? I've already heard rumors that they will. Will I buy it, making it the fourth *SFII* title in my collection? Most likely yes. That is the highest praise I can give to any game.

- Pat Reynolds

WORLD HEROES 2 JET

ALPHA DENSI
FIGHTING

NEO GEO
VARIABLE

OVERALL: 9

Yes, baybee!!! This is what *WH 2* is all about. A company has finally thought of the option to allow players to bone up their skills by actually practicing against certain characters. This is good for those who aren't prepared for the first TRUE tournament in any fighter. Yes, by elimination you will eventually fight every character in a one round match up. Once all the non-ranked fighters have been defeated it's on to the World Heroes tournament champions. The first of these is Captain Kidd, next is Hanzou.

After that you must deal with the new fighters. Jack and the equally evil Ryofu. These goons stand between you and the Announcer. He assumes two forms; a wimp and a muscle-bound freak. *WH2 Jet*, find it, play it, buy it, adore it. It's sooo fast.

-Tyrone Rodriguez

STUNT RACE FX

NINTENDO
RACING

SNES
AVERAGE

OVERALL: 6

I was impressed initially with the long awaited second Super FX title (remember when Nintendo promised 4 FX games in one year?) when I played it at CES in June, but since then I've spent a good deal of time with it and my opinion has changed considerably.

What's wrong with the game? The control, for one. The cars handle extremely sensitively, making them feel almost weightless. This causes a lot of unnecessary overcompensation in turns and other annoying crashes.

The graphics are good, but there are countless glitches that turn up when you get too close to any large polygon. Also, the track often appears like a mirage in front of you, showing up in large chunks as you approach. This gives the whole game a surrealistic, disjointed look.

Finally, the screen is awfully small, especially in the 2-player mode, in which each racer gets about 1/4 of the screen to work with. If you're looking for a SNES racer, go for *Super Mario Kart* instead.

- Pat Reynolds

WORLD HEROES 2

HUDSON SOFT ARCADE CARD
FIGHTING ADJUSTABLE

OVERALL: 9

What was my opinion of *FF2 AC*?

This is just as good. You may be wondering why I gave it a 9: that's because of *Jet*. Anyway, once again the sounds are direct. I have a feeling that all conversions will be like this (*Art of Fighting* is but I won't waste space on shit like that). With a Hori pad or even the conventional pad the control is immaculate. Sprite size is large, but they're not as large as the arcade game. I love this Arcade Card with 18 megs going on at once - the Duo rules. Hopefully I'll be brave enough to purchase *Emerald Dragon*. It's a huge AC RPG, but it's all in Japanese. As soon as I get the money you'll see the review.

- Tyrone Rodriguez

STREETS OF RAGE 3

SEGA

GENESIS

ACTION/FIGHTING

HARD

OVERALL: 6

It's time for a new award, boys and girls. This time it's the "The Game's not that hot, but it's better than Maria" award. This means, basically, that the game is mediocre.



More specifically with this game, it does not outdo *SOR 2*, which is a much better game. Between the obvious editing, the IDIOTIC "gender neutral" coloring (what the hell?!?!), and the SHITTY music (it's not just bad for the *SOR* series, it's bad for the Genesis - I've heard better music on NES, actually), the game loses the impact of parts 1 and 2.

- Pat Reynolds



NEWS TO US

By Pat Reynolds

The *MegaMan X* Hadoken trick is no joke! The pro mags have been tripping over each other for the past few months, each printing a different way to get this cool power-up. Well, here's the real scoop from someone who's actually gotten it to work. What you need to do is have all 8 heart containers and all 4 E-Tanks. Go through Armored Armadillo's stage 4 times, but be sure that your energy and weapon meters are all full when you reach the end. You DON'T need to use the escape velocity to leave; just go into the bosses room, where you'll automatically teleport out. Repeat this until the fifth time, when you'll need to make the final leap off of the cart onto the cliff above the boss door. If you did everything correctly you'll get the fireball, which when performed is accompanied by the cutest little "Hadoken!" you'll ever hear. You DO NOT need to go all the way to Sigma's robot before attempting this trick, as one mag would have you believe, nor do you need to go through the stage without getting hit.

Interplay has released *Clay Fighter Tournament Edition*, which is truly what the game should have been in the first place. Unfortunately, as of this time the game is available only at select Blockbuster locations, where it will be used in the Sega/Blockbuster tournament. It is available for rental, and I strongly suggest that everybody who didn't like the original game try this one. Fans of the original are in for a real treat. Check out my full review in the review section of this issue.

GEA, the gamer's organization, seems to be falling apart at the seams. Several GEA insiders have admitted to this much, including president Chris Johnston. GEA membership after over half a year of promotion is reportedly under 100 paid members. I hate to say I told you so, guys...

Will *MKII* come to the SNES with blood and fatalities intact? Some are saying yes - if Midway gets their way and the game is released after the universal game rating system is in effect this fall the chances are good. Speaking of uncensored games, is it true that Takara threatened to give Big N the cold shoulder unless they were allowed to keep the blood and "fatalities" in the upcoming *Samurai Shodown* for SNES? If so, our kudos to them for taking a stand.

Until next issue, I'm not Dennis Crowley, and that's (a relief) news to us.

TOP 10

By Tom Priest, A.K.A. Tom A. Tomic

TOP TEN SUPERMAN COMPLAINTS

10. No cool crime fighting car.
9. Red Kryptonite causes impotence.
8. Change identities in restroom, toilet paper stuck on boot for the rest of the day.
7. Reeve is considering "Superman V."
6. Lois not built like Terri Hatcher.
5. "Superman, the Animated Series" fell through.
4. Lexcorp patents synthetic Kryptonite.
3. Cape gets caught in doorway, causes building to collapse.
2. Olsen signals on watch, just needs dry cleaning picked up.

And the Number One Superman Complaint:

1. Can't pronounce "Mxylptlk."



PAT'S REAL *LoL* *FE* STORIES

The imposter made his move later that same month. We never learned his true identity or his sad story until it was far too late. For your understanding, I will relate it to you now.

In the 1970's, my sculpture professor had a student named Mark who must have looked a lot like me, because he mistakes me for him quite often. Mark, however, went on to be a twisted psychopath, and learned that his beloved teacher was confusing another student for him. He had no other friends, and when he found out that even his former professor, whom he idolized, had forgotten him, he went berzerk. Seeking revenge on me, he studied my movements for months, learning that I had lunch with Tim every Tuesday and Thursday in the corner cafe. Undergoing extensive plastic surgery, Mark planned to become the mirror image of Tim, dispose of him, then kill me at lunch.

It would have been a perfect disguise if it weren't for that receding hairline and the fact that Tim and I had been onto him for weeks. So, as we ate lunch one Thursday afternoon, a news bulletin flashed across the cafe TV. It seemed that a local bank had been robbed at gunpoint by... TIM PRIEST!!!! And the getaway car was believed to belong to... PAT REYNOLDS!!!! Tim and I leapt from our chairs simultaneously and headed for the Timcave. As we ran we went over the situation.

"So that's what he's been up to." I said.

"Could be a trap. Maybe he wants to draw us away from campus for some reason."

"Where should we start looking?"

We were taking the above ground route to Tim's hideout. Tim's boy companion, Little Girlie Lad, had gotten the signal and left Kindergarten to join us. We were on a bridge crossing the Grand River when we saw it.

Coming at us from the far side of the bridge was a huge steamroller. I glanced behind us. Damn! He had allies! A tractor trailer blocked any escape - it was unthinkable to jump into the Grand. The Grand was filled with toxic chemicals. Death beats sterility in my book.

The gap was closing. We needed a plan. Tim ripped his shirt off, exposing the upper half of his Intimidator getup. He whipped on his mask and cape.

"Helps me think straight", he said.

"Save yourself, Intimidator! I'll hold them off!", Little Girlie Lad cried.

"Well... okay." Tim grabbed the lad by his feet and heaved him at the approaching semi. The boy's brightly colored costume (all the better for drawing fire away from The Intimidator) disappeared into the grinding machinery behind the front tires. A moment later, the truck came to an abrupt halt. A shredded piece of crimson stained cape fluttered briefly in the still air before settling onto the tarmac. Tim might have shed a single tear, but in hindsight it was most likely just allergies.

The steamroller stopped and Mark got out. His face was bright red, the fake mustache hanging limply at one corner. Veins were bunched tightly in his neck and on his forehead. He looked real mad.

Then, as if for the first time, he noticed Tim in his hero regalia, helmet glittering in the sun, mighty chest emblem blazing fiercely as if to say, "I am Tim, hear me roar!" His face lost its frustrated sheen, the beet red draining away.

"Hey, what? You're The Intimidator?", He managed to say between gasps of disbelief.

"Why, yes, I am. You mean you didn't know?" Tim was starting to sound annoyed.

"Uh... no... I mean, this really had nothing to do with you. I was just impersonating you so I could kill him." He leveled a shaky finger in my direction.

"You didn't know I was The Intimidator?" Tim repeated, and, with a tone of disbelief, added, "This had nothing to do with me?"

"Nothing at all. Can I get your autograph?"

He looked almost surprised when Tim knocked him into the Grand River. That same look of surprise is still on one of his five faces today.

Episode 4

23 MARCH 1994

FANTAZINE CRASHES SCES

By Pat Reynolds

At 6:00 A.M. on Thursday, June 23, Team Fantazine headed out on the excursion of all gamer's dreams - a trip to the Consumer Electronics Show in Chicago. Adrian Proctor, Matt Sonefeld, and myself piled into Chun Li (my car) and drove south like a bat out of hell. We made Chicago in two and a half hours, leaving us sitting in the dining area for two hours before the show. We had a stack of issues, and high hopes, as we headed into the huge room which housed the games displays. It was incredibly loud, with electronic raucus coming from every direction. Hundreds of monitors were set up to showcase all the games we'll be seeing appear during the rest of the year and beyond.

Before I start with my company by company rundown, I'll tell you my pick for game of the show. **Earthworm Jim** by Shiny Entertainment is incredible, hilarious, and loaded with graphic innovations, but I felt that Nintendo's big surprise, **Donkey Kong Country** edged it out in all areas. This game is so incredible... but you'll read all about it in the review.

I'm going to cover the companies in the order in which I saw their wares, as that's how my notes are laid out. Bear in mind that many of these games were in early to mid-development, and could conceivably improve before final release. However, I want to give you my true feelings about the stuff, as some of these games just can't be saved. Enjoy.

NINTENDO

Big N's booth was the largest at the show. Their geo-dome was there, as well as a huge tropical landscape area displaying a game that was a complete surprise to me - **Donkey Kong Country**. This game is unbelievable! It supposedly compresses 300 meg of data into a 32 meg cart, and boasts 200 levels! It's a side-scrolling action platform game that you simply must see in motion to believe. The entire game looks digitized, with perfect animation and great sound. You will not believe that this is a SNES game. In fact, the graphics were created on Silicon Graphics workstations using a process called Advanced Computer Modeling. This never before seen technology will blow you away. Nintendo was pushing this game big time, and

it's a sure bet that you'll be seeing a lot more of it in the months to come. I guarantee that it will be more than one editor's favorite game of the CES. I almost wish I had never seen the game, because knowing how great it is only makes the wait until November 21 more unbearable...

Donkey Kong Land will also be released for the GameBoy, and although it is graphically impressive, it blurs too much.

Nintendo wasn't content to rest on the assured success of their new Donkey Kong titles, though. Also shown were **Stunt Race FX**, the second SFX game which looks very good and plays great. **Tin Star**, a *Sunset Rider*-ish western side-scroller which is compatible with the superscope, mouse or standard controller, and **Uni Racers**, which is really early to judge at all. It appeared to be a side-scrolling racing game, with unicycles, but the game just wasn't there yet. **Tetris 2** capitalizes on the SNES's graphics and sound to bring the sequel to the popular puzzle game. Look for the long-awaited sequel to *Punch-Out!*, **Super Punch-Out!** features huge characters in a first person perspective boxing contest. This is another sure-fire title, and one to look for this October. The RPG **Illusion of Gaia** was also shown, and while I didn't play much of it, it bears resemblance graphically to *Soulblazer* as should appease starving SNES RPG fanatics. **Wario Woods** was the only NES title I found, it being a puzzle game similar to *Tetris*, but with falling fruits. There were several Gameboy carts shown, all utilizing the **Super Gameboy**, which is available now. The only notable title I played was **MegaMan V**, which looked nice in a monochromatic blue. **Donkey Kong** was designed with the *Super Gameboy* in mind, and it looked halfway decent in a few colors.

CAPCOM

Next we followed the sound of "Hadoken" to Capcom's booth, where several new titles awaited. The big feature was a huge monitor playing **Super Street Fighter II**, which is reviewed elsewhere in this issue. Guile and Cammy were on hand to partake in any photo opportunities that came up. Occasionally footage of the making of the upcoming Street Fighter movie was shown, and man, does it look bad (in the literal sense). My

attention was captured by an incredible Japanese MegaMan cartoon being played on TVs around the booth. It looked outstanding, and I can't wait to add it to my collection.

The inevitable **MegaMan X2** was shown, with no plot and only 3 stages playable. I was somewhat disappointed to see that the exact same play mechanics and graphics are being used, but Capcom will most likely add some innovations before releasing it. **Captain Commando** is a straight arcade translation. It looks decent, but the characters are small and the game is getting old. **Saturday Night Slam Masters** was reviewed in it's Japanese incarnation as *Muscle Bomber* last issue, and nothing has changed for the American release. Rent it with a friend. **X-Men** was looking great, although only two of 5 characters were selectable. It is the best X-Men title I've seen yet, save for the arcade game. **Demon's Crest** continues the adventures of Firebrand in 16-Bit splendor. This time he can morph into different forms with new abilities and powers. It has the familiar *Ghouls N' Ghosts* look and feel to it, which should assure its success. Capcom also has another Mickey Mouse game coming out, by the name of **The Great Circus Mystery**. It will feature 1 or 2 player simultaneous action in a colorful, cartoony side-scroller. **Bonkers** looks like a new mascot-type fuzzy animal game, and **Soccer Shootout** is an unnecessary addition to the growing ranks of these hideous sports games. Everybody should just come to grips with the fact that EA rules sports games and should stop wasting time and money trying to be second best.

Capcom unfortunately wasn't showing their Genesis titles, which will include **MegaMan - The Wiley Wars**, and **The Punisher** as well as some of the aforementioned games.

SQUARESOFT

The RPG masters will land a double

blow to their fan's wallets this year, with Capcom's **Breath of Fire** and their own **Final Fantasy III**. Both are needless to say, very good and well worth the price of admission.

TAKARA

The king of SNK remakes showed three Neo Geo portovers, all of which were fighters. **World Heroes 2** has good graphics and clean animation, but is already outdated by *World Heroes 2 Jet* in the arcades, and the characters are still quite small. I was disappointed with what I saw of **Samurai Shodown**, a personal favorite of mine. The characters are very small and a lot of detail is lost. It's animated well and the special moves come off okay. The only thing I can say about **King of Monsters 2** is "Why?" The original was a yawner after about five minutes, and the sequel looks to be following the same path. The control is sloppy and it's just not much fun. *Super SFII* kills this trio easily.

FCI

These guys don't know when to quit, do they? They showed **Might & Magic 3** and **Ultima VI**, fulfilling their annual quota of at least 2 shitty RPGs. The other game I played is called **Metal Morph**, and while the name sounds cool, the game isn't. You control a microscopic character who transforms into different shapes in a side-scroller. Who needs it? Right, let's move on...

ATLUS

I played the arcade version of **Power Instinct** for the first time in this booth, and thought it was pretty good. Then I played the (granted, early) SNES version, and was sorely disappointed. The game just doesn't compare like *SFII* does to it's arcade counterpart. It could be good, though, and if they can pull it

off, more power to them. They were also showing a lame motorcycle racing game and some sort of puzzle game that used, get this, puzzle pieces! I didn't catch the title, and I think it was the Japanese version being shown.

GAMETEK

These guys were probably showing more than just one game, but given that fact that I don't associate them with games I want to buy, I just checked out **Brutal** and left. They were showing an early SNES version of the Sega CD game (the CD version was not shown), and you couldn't even inflict damage. The animation looks good and if any fighting game is going to compare to *SSFII*, this could be it with the right amount of work and determination.

ACCLAIM

Acclaim's booth was the first thing you saw upon entering CES floor. They were pushing **Mortal Kombat 2** hard, and for good reason. Both 16-Bit versions look good, with the SNES slightly edging out the Genesis in terms of graphics and sound. The SNES version has gore galore and fatalities, which is a major coup for Acclaim, who probably lost money on last year's SNES *MK*. The Game Gear and GameBoy versions were also shown, and Acclaim deserves credit for trying, but stick with the 16-Bitters for this game.

Acclaim's other big attraction was **Maximum Carnage**, which looks way too cartoony for a game with that name. It's based on the Spiderman comic stories of Venom and Carnage. Venom's symbiote offspring. I predict another failed effort with this one. They also showed a new Simpsons game, and I don't know why they haven't given up on trying to make a good one of those yet. **NBA Jam** was there, but that's old news now. It seems to me that Acclaim put all of their resources into developing *MK2* and wrote off a few other games, which is okay since *MK2* is a guaranteed huge seller. I would've given it Game of the Show if not

for the double whammy of *DK Country* and *Earthworm Jim*. Acclaim also seems to have some sort of Alien game somewhere in the future, but only a commercial was shown.

T*HQ

T*HQ is giving comic and anime fans two more reasons to cringe this holiday season, namely **The Mask** and **Akira**. The former is based on the Jim Carrey movie, and looked good for a T*HQ game, which means you don't want to play it. *Akira*, based on one of my all-time favorite Japanese animated movies, looked bad on Gameboy, Genesis, and SNES. I really don't think they can pull it off, either. It's a damn shame that such a hot license didn't fall into the hands of a more capable company. T*HQ also has the rights to do a *Seaquest* game, and I think we all know how that will turn out...

ATARI

The Jaguar is finally getting a load of new games, and many of them look very promising. Atari had their booth set up right at the entrance of the show, and it was big and loud, demanding attention. I was glad to see that they finally got their act together and started promoting the Jag. Computer translations of the first-person run and gun games *Wolfenstein 3D* and *Doom* both looked as good as or better than their PC counterparts. *Alien vs. Predator* is in the same vein as those titles, but much better, and it was my favorite game in Atari's booth. The corridors scroll beautifully and the game looks and sounds great. Atari also had a new **Blue Lightning** title which looked a bit pixellized but decent. Lynx fans will remember *BL* as an early pack-in for the system. *Kasumi Ninja* has blood and gore, but moves choppy and lacks the control and fun of *MKII*. *Club Drive* seemed a little weird and unsure of itself.

The version I played had a real problem with centering the car and keeping the polygons from breaking up. The sequel to the recent European action title *Zool* is on its way to Jag in **Zool 2**. I'm sick to death of the side-scrollers, but it looked okay. **Rayman** is another side-scrolling action title, but with outstanding graphics and an interesting main character. He has the same sort of disembodied look as *Dynamite Headdy*, but seemed more playable. Specs of the Jaguar CD were being shown, but there were no playable games. A video of **Back to the Future 3** was being shown, with good FMV but a questionable game engine. All in all, Atari had good evidence that the Jag wasn't stillborn - although it could still suffer sudden infant death syndrome.

TAITO

These guys are known for mediocrity, and they didn't let me down this time. **Sonic Blastman 2** is the sequel to last year's forgettable *Final Fight* clone. This time out you have 3 characters to select from, but the game isn't fun. There was one bad guy I couldn't even hit, no matter how hard I tried. Taito had a duo of Hanna-Barbara cartoon licenses with **The Jetsons** and **The Flintstones**, both of which looked mighty average and boring. God only knows why they are bringing the terrible SNES *Dragon's Lair* over to Genesis - share the wealth? Nah... **Rainbow Islands** is I don't know which sequel to *Bubble Bobble* (when did they stop starring dinosaurs and start with the kiddies, anyway?). In this one, you make rainbows to climb to the top of each screen. Terminally cute. **Operation Thunderbolt** is just a little outdated, don't you think? No? Look for the SNES version later this year, but why?

VIACOM NEW MEDIA

Beavis and Butthead was the big draw to this booth. They're bringing out Genesis, SNES, and Game Gear versions of MTV's popular duo. Each version has different play mechanics and storylines, but they all feature B+B trying to get tickets to a Gwar concert. The Gen version looks the best here, but all of the games match the crappy 4 color shit-for-animation look of the cartoon (how could they not? T*HQ knows).

KONAMI

Konami had one of the more impressive lineups at the show, with new games for Sparkster, Contra, and Looney Toons. **Contra Hard Corps** is the debut of the gun-toting tough guys on the Sega platform, and it looks to be quite playable. There are 4 characters to choose from, including the token female, animal, and robot. The graphics could be more colorful and the sprites are quite small, but overall this game looks good. **Sparkster** continues the adventures of the Rocket Knight, this time on the SNES as well as the Genesis. Both versions look identical, with almost exactly the same bright colors and special effects. Still, Sparkster moves a bit slow and the game suffers from me-too platformitis (that means it's been done before, and before, and before). **Batman: The Animated Series** has great animation but loses marks in the style department. Bats doesn't have the wide assortment of attacks he should, and the characters are small. Oddly reminiscent of the first Genesis Batman title. There were **Tiny Toons** sports games for both Genesis and SNES, with a variety of events to choose from. Both look very good. The soccer match outshines *Mega Man's Soccer* (but then again, what wouldn't?). **Animaniacs** is coming from Konami as well, but wasn't shown. **Biker Mice from Mars** was the lame duck of the Konami booth, with 3/4 overhead sewer racing. It just didn't play well, and that's the death touch of many a

game. **Lethal Enforcers 2: Gunfighters** is decent, if you liked the first game. I'm not sure which version we played: most likely the Genesis. It looks and plays a lot like the first game, but is set in the wild west. Yeeeeeeeeeeha! (Hey, what's Matthew Smith doing in this CES coverage? Just kidding, Matt).

SUNSOFT

Sunsoft was showing a whole lot of games, most of which looked really good but played like shit. This seems to be the curse of Sunsoft games. **Aero 2** is the sequel to the much-hated scroller of last year, and Sunsoft decided that the game was so popular they'd launch a spinoff in **Zero the Kamikaze Squirrel**. Both games look decent graphically but suffer from bad play mechanics and overall dullness. *Zero*, huh? Sunsoft is setting themselves up for a lot of rating jokes if the game sucks. They showed a ton of new Looney Toons titles, all of which had that same "I look great but don't you dare try to play me" effect that was done so well in *Bugs Bunny in Rabbit Rampage* and *Duck Dodgers*. This year you can expect to not play **Sylvester and Tweety**, **Daffy Duck** (Gameboy), **Acme Animation Factory**, **Speedy Gonzales**, **Porky Pig's Haunted Holiday**, and **Tazmania** (also for Gameboy). The best bet of the Toon titles was **Looney Toons Hoop It Up**, a street basketball game that looked and played great. Sunsoft also had two DC Comics titles with **The Death and Return of Superman** and **Justice League Task Force**. The former features the over-hyped Doomsday storyline and plays a lot like Konami's *Batman Returns* on SNES. You can play as the five Superman clones until the real man of steel returns. The Justice League title is a tournament fighting game which was very early (only a couple characters were playable), but shows promise. You can play as Superman, Batman, Wonder Woman, The Flash, and other DC heroes and villains, each with the standard

array of special moves and attacks. Looks good on Genesis, better on SNES. Sunsoft also had **Scooby Doo**, which was surprisingly a point and click adventure game similar to Lucasarts PC games *Loom* and *Monkey Island*. Could be interesting.

TOHO

Just to prove me wrong, Toho snatched the rights to *Ranma 1/2 Part 3: Super Battle*, which was featured prominently in our last issue. They will bring this great fighter to our shores as **Ranma 1/2 2: Anything Goes Martial Arts**. It appears that so far nothing has been changed but the text. Toho also had a forgettable Godzilla game.

DATA EAST

Fighter's History is the most blatant *SFII*-rip yet, but it takes major damage in the areas of graphics and animation. The game plays well, but looks as bad as the arcade version. **Outrunners**, on the other hand, looks great on Genesis. This split-screen two player racer is the best such game for the Genesis yet, surpassing *Virtua Racing* in the fun category. However, the playability could use some upgrading - this is not much improvement over earlier versions. The scrolling needs work, too.

U.S. GOLD

After snatching the excellent *Flashback* as their big title last year, U.S. Gold failed to impress me with their-much-hyped **Incredible Hulk**. It's nothing more or less than your standard side-scroller.

ARCADE ZONE

This newcomer licensee had a couple of promising SNES titles on display. The first, **Iron Commando**,

mixes *Streets of Rage* style fighting scenes with high speed scrolling scenes such as an intense mine cart ride. The heroes in this two player action game use various weaponry in the fighting scenes and whip out the heavy artillery for the speed sequences. This was the most promising game I saw in both the categories of fighter and *Contra*-esque blasters. The second title is **Nightmare Busters**, another side-scrolling fighter, but with cartoony characters and unique play mechanics. One character throws playing cards a'la *Pocky & Rocky* at enemies. The graphics in both of Arcade Zone's developments are very good. These guys were second only to Shiny Entertainment in the new licensee department.

VIRGIN

Once a promising company, Virgin left me unimpressed with their mediocre offerings this year. Their most anticipated game, **The Jungle Book**, is another in the line of side-scrollers which began way back with *Global Gladiators*. Unfortunately, three years ago this game would have been good. Today it will entertain the kiddies, but quickly bore anyone in the double digit age group. **Demolition Man** looked bad for Genesis. Real bad. **Dune** is a conversion of the popular computer game *Dune 2*, but is completely redrawn to more closely resemble an arcade-style video game, although the basic elements remain the same. I'm a huge fan of the IBM version, but the Genesis title is lame. Virgin simplified some of the better elements of the game, and the whole thing looks cheap and low quality. The only good thing about it are the voices, and even then only about 1/3 of them are present in the final game.

HIGH TECH ENTERTAINMENT

Tom & Jerry, **Barbie**, and **Baby's Day Out** all SUCK!!! Enough said.

KOEI

The masters of strategy are set to continue their invasion of the 16-bit platforms with **Nobunaga's Ambition: Lords of Darkness**, another sequel to their popular line of feudal Japan military simulations. They also have a sequel to *Uncharted Waters*, called **New Horizons**. The most promising title shown in my view was **Aerobiz Supersonic**, the sequel to last year's sleeper hit, in which you control a major airline. In the expanded sequel, inter-country expansion is stressed more than world domination. I look forward to spending some time with this one. **Stop that Roach!** is the only non-strategy title Koei was showing. It's a GameBoy action/puzzle game which should appeal to fans of brain-teasers.

SHINY ENTERTAINMENT

Technically a Playmates developer, Shiny is responsible for the outstanding Genesis title **Earthworm Jim**. The game will be produced by Playmates, but the credit should be given entirely to this dedicated design team. *Earthworm Jim* WILL be the Genesis game of the year. As good as last year's *Gunstar Heroes* is, this game blows it away completely and utterly. You cannot comprehend how incredible it is until you play it (so don't even try to compare it to Dave Perry's earlier titles - he's no longer developing at Virgin, remember). It looks like all developers need to do to make a unique game is free themselves from the oppression of the licensors and go solo. Treasure and Shiny are the two freshest software houses to appear in a long time, although Treasure's *Dynamite Headdy* isn't nearly as good as *Gunstar*.

KEMCO

Kemco was a surprise of the show, as their **Stone Protectors** and **Crazy Chase**

are both good action titles. *Stone Protectors* is a (shudder) Troll game, but has good playability in a side-scrolling fighting environment. It's a bit slow and some of the scenes just never seemed to end, but it could be a lot worse. *Crazy Chase* is a 3/4 quarter perspective overhead foot race similar in concept to Data East's *Dashin' Desperados*. It plays good and has better graphics, though. **Top Gear 3000** is maybe a bit too ambitious, as it features a four way split screen for competitive play. Now, I don't know about you, but two players in a racing game is sometimes too many, but four!?

HUDSON SOFT

Super Bomberman 2 is Hudson's best title this year, but *Bomberman '94* on PC Engine blows it away. **Super Bonk** is the TG-16 mascot's first trip to SNES, and honestly, he should have stayed home. The game looks 8-bit. **Fievel Goes West** and **Beauty and the Beast** are both mediocre side-scrollers.

SEGA

Sega just did not do anything for me with their weak display. Except for the 32X, which was only playing 2 titles (**Virtua Racing Deluxe** and **Star Wars Arcade**), their lineup for Genesis and Game Gear is, well, pathetic. The best of the bunch shown was **Dynamite Headdy**, but even that was below par for the developers of *Gunstar*. From there it only went downhill. Sequels to **Tazmania**, **Jurassic Park** (why?!?!), and **Ecco** all looked and played exactly like the original games.

JALECO

Jaleco gets my "not sure what to think" award of the show. First, they had Irem's excellent **R-Type 3**, which should be a direct port of the Japanese version. This is a good sign, as it's

been too long since the last R-Type game. Then there was **The Ignition Factor**, a quirky game in which you play a fireman. Part overhead action game, with some puzzle elements thrown in, you must run through burning buildings putting out fires (what else?). I don't know what to think of this game. The graphics are good, but the actual game is questionable. Can this be fun? We'll find out together.

Well, that sums up the coverage. I left out some of the games that sucked dirt, and some of the smaller companies who can't make a good game if the world depended on it. I should mention that 3DO was there, but they seemed to think that they were better than a mere video game developer and located themselves in a different building (the one with multi-media crap). So I'll not include what I saw there with my game coverage. Suffice it to say that **Road Rash** and **Samurai Shodown** will be great; everything else is up in the air. Don't buy into the hype around **Way of the Warrior**, though.

CES TOP 10

1. Donkey Kong Country (Nintendo for SNES).
2. Earthworm Jim (Shiny for Genesis).
3. Super Street Fighter II (Capcom for SNES).
4. Final Fantasy 3 (Square for SNES).
5. Mortal Kombat 2 (Acclaim for SNES).
6. Super Punch-Out (Nintendo for SNES).
7. Aliens vs. Predator (Atari for Jaguar).
8. R-Type 3 (Jaleco for SNES).
9. Rannia 1/2 II (Toho for SNES).
10. Iron Commando (Arcade Zone for SNES).

Only one good Genesis game? Yep, I kid you not, the games for Genesis were not to be had. This is due in part to the lack of Sega on the show floor, Capcom not showing Genesis titles, and EA's total absence. Still, *Earthworm Jim* is enough game to satisfy any serious action game fan, and will hopefully rekindle interest in Sega's ailing platform. Even the great SNES games were few and far between at the show. An omen? Maybe...

THE WILD ZANY ADVENTURES OF ADRIAN AT THE CES

By Adrian Proctor

CES was a blast! There were a plethora of uproarious amusements within the reach of my metacarpels (I'm sorry, I listen to Carcass and their lyrics consist of this stuff. It's growing on me). Anyway, Nintendo, Acclaim, Capcom and Konami dominated much of the show with some awesome games!

Acclaim had a playable *MKII* for all systems and get this... THE SNES VERSION HAS BLOOD!!! That's right, BLOOD!!! FATALITIES!!! THE REAL FATALITIES!!! I even got Daniel Pesina's (Johnny Cage's) autograph, and Kung Lao's. What surprised me was how short the *MK* actors are. Johnny Cage, Kung Lao, Raiden, Mileena/Kitana were 5'9" and under!

Onto Nintendo, who had the most of the CES floor with *Stunt Race FX*, *Super Punch-Out*, *Tinstar*, a shooter, and *Donkey Kong Country*, the most advanced looking game ever seen! I don't know what they did, but everything moves super smoothly, the graphics are very polished, and the sound... KILLER! Frankly, you'll have to see it for yourself, because words don't do it justice at all whatsoever!! IT'S COOL LOOKING! I read in *Game Fan* that *Uniracers* is supposed to be good, but it didn't look like it would rate higher than 3. So far, from what Pat and I saw of this game you race an unmanned unicycle on a simple side scrolling track with no obstacles and a bland background.

Konami had some great titles for SNES and an actual good title for Genesis. *Batman: The Animated Series* for Super Nintendo (one of my faves) looks just like the cartoon with backgrounds taken directly from the show. Konami somehow obtained access to the Digicel process that made *Aladdin* such a hit. *Animaniacs* is another good game from what I saw, but I had my optical receptors focused on *Contra Hard Corps* for Genesis. I found a Konami game that looks like Konami cares about Genesis. I can now stop BITCHING about conspiracy because this game is BITCHIN'! This game has big-ass guns, 4 characters to choose from, rotation, and SCALING!! There is a level in the game where the goods get chased by a robot into the FOREGROUND. The robot proceeds to run forward and back into the screen smoothly. My cranium almost achieved critical mass at the sight of this magnificent spectacle!

Of course, Capcom drew a large crowd with SNES *Super Street Fighter II* on a multi-monitor. Good and bad news

with *SSFII* though as all the graphics remain intact but also the lame voices and hitting sounds are there too. Some other games at Capcom's booth that caught some glances were *X-Men*, the best home version to date (better than that weak Genesis game), *Demon's Crest*, *Captain Commando*, and *MegaMan X2*.

Surprisingly, Atari's Jaguar had some good games such as *Aliens vs. Predator* and *Rayman*. *Rayman* is an odd little character that sort of looks like one of the lemmings but without arms, legs or a neck to connect his floating hands, feet, and head. The game sports some nice backgrounds and fluid animation.

Psygnosis had a great Genesis game called *Flink*. I liked the big bosses, the beautiful graphics and the action/puzzle theme of the game. Pat didn't like this game as much. I think he's crazy. *Flink*'s an aspiring magician striving to free his land from an evil wizard. He goes around finding items to use in spells that aid him on his quest. Along the way he finds scrolls that aid him in mixing his spells.

Another Genesis game I am looking forward to is Shiny's *Earthworm Jim*, which was shown on a huge screen TV. Boy, this game is a blast. It utilizes an advanced version of the Digicel process called Animation (TM). The game is chock full of cartoony graphics, eye-popping special effects, and awesome sounds and music. THIS IS A GENESIS GAME?! Also at Shiny's booth were all the programmers, even the head cheese David Perry (I got his autograph) and Doug TenNapel, the designer of the zany characters (yep, his autograph is on the cover of my *EWJ* ish of *Game Fan*). Mr. TenNapel even showed me his preliminary sketches.

Some other games I saw to look out for later are *Final Fantasy 3*, *Breath of Fire*, *World Heroes 2*, *Stone Protectors*, and the 32X, Sega's new enhancer.

The upcoming games to avoid are *Sonic Blastman 2*, *The Shadow*, another *Final Fight* clone, Sega's *Jurassic Park: Rampage Edition* (Bleah!), SNES *Samurai Shodown* with its non-scaling backgrounds and microscopic characters. A very very cheezy CD game called *The Exterminators* with bad acting and very cheap special effects. SO CHEAP that it makes GWAR's videos look big budget. *The Exterminators* is a parody of *Ghostbusters* that looks like it was shot on camcorder. The zany heroes go around in a modified mass transit bus and have to save New York from giant cockroaches.

Oh, also beware everything from Spectrum Holobyte and especially T*HQ (Blarrrrgh!).

WILLARD'S WORDS

By David Wilson

Hey kids. Will's back again...

Willard here did something the other day that he never thought he'd do. No, I didn't kill my wife... I unplugged the old faithful: my Commodore Amiga 500. I have many fond memories of the Amiga. It really was a good computer. But Commodore's main flaw in tossing the consumer a CPU full of whistles and bells was that they didn't look down the road. A few years back, you had your "business" computers and you had your "fun & games" computers. The Amiga, being the latter, was perfect. Sounds and sights were never cooler. But today, IBM and the compatibles provide us with the cake *and* the icing to boot. We get a computer that can give us everything. A couple of weeks ago, I went to the best (and only) retailer of Amiga software in Grand Rapids. Lo and behold, all my Amiga favorites were on clearance, and even worse, outside in boxes. The only place left to buy Amiga gear is through mail order. That was when I decided it was time to move on.

It's really sad when you see a line of computers go this way. The Amiga was a nice machine, but the support just fizzled into nothing. And I don't see this ending with Commodore, either. My prediction is that Macintosh owners will be facing the same problem in the near future. Why have something that is *similar* to IBM when you can *have* IBM.

After weeping over the death of my Amiga (for a good ten seconds) I ran right out and bought a multimedia computer. And now that I went IBM (insert your own bathroom joke here), I can check out IBM shareware, available at local BBS's by modem. I had already gotten the registered version of *Doom*, so I downloaded a couple of "Doom Additions" that caught my eye. One of them drops good ol' President Clinton into the maze with you so the two of you can discuss health care or something (but since you have a gun, why talk?). The *Doom* addition I thought was cute was entitled "Barney". Yes that's right. Now you can play *Doom* with your favorite childhood idol, Barney! Barney sings his trademark song, spins around, waves to you, and shoots lightning with a smile. I suggest the missile launcher for the bastard... make him bleed.

That's about it for me. Let me know about any new and interesting shareware you've found or written. I might even discuss it in a future issue. Until next time... SEE YA!!

E-Mail Willard at Central Michigan University via user ID:

32HESBR

Dokuritsu Graphics presents:

STUFF YOU DON'T CARE ABOUT

By MJ

I just thought I should clue you all in on just what the hell I've been up to lately. So far I don't seem to have a zine for myself to tell you all in, and I can't afford to mail out letters to everyone, so I decided to use Pat's zine. Nice, huh? Okay, shut up and read.

UNIMPORTANT THING #1: What the fuck is "Dokuritsu Graphics, anyway?"

Dokuritsu Graphics is the new name for my studio. Actually, it's the same damn studio I used to work on "Video Apocalypse" the past year (my drafting board and laptop), but hell, I like it, so I decided to name it. In this swell studio I intend to produce mini-comics and not fanzines. I'm tired of editing fanzines. I'm not saying Dokuritsu's dead. Actually, I'm pretty certain there'll be at least one more issue, but it will be edited by David Ramsden.

UNIMPORTANT THING #2: You mean you're publishing now?

Don't be silly! I could probably afford it but I'm not 18 and the thought of creating a company that will collapse and go bankrupt doesn't exactly intrigue me at the moment. You can probably count on seeing my work appear in the professional pubs sometime in the near future, though...

UNIMPORTANT THING #3: So, what comics? Is "Asylum" dead? What about "Psycho Hunters"?

No, "Asylum" is not dead! I finished an episode written by Jess Ragan quite a bit ago, and have two great new ones ready to draw! "Psycho Hunters", on the other hand, is DOA. BFD. I didn't like it. No one did. At least it had pubic hair.

UNIMPORTANT THING #4: Speaking of which, you're still sending your stuff to other zines, right?

Yes. If you're a faned, ask for a comic and you WILL get one. It may take six months but you WILL get it. But there's one new requirement: you have to send it back. ASK!! You can specifically ask for 1/2-2 pages. And you can choose between "Two Guys Who Hate Their Life", "Asylum", Jack & Richard", and "Whatever." All I'll ask for in return is the zine it appears in, unless you're crazy enough to ask for color work - that's when you must shell out the dough (it's negotiable).

UNIMPORTANT THING #5: Well, that's swell, MJ, but why the long face?

I don't know how to say this, but my capital is so pathetic it'll be murder trying to find a way to afford enough stamps to to mail all this out to 50 faneds. Though it's true I had no problem sending out 30 page issues of VA, that was before I spent \$40 a month on comics & anime and right now I'm trying to save up for a laserdisk player. To make matters worse, I'm jobless. I'm not saying my comics won't leave Houston. I will set aside funds that'll go toward postage payments, and once I can afford to send some out I will. But for all we know it could be once a year. We'll see.

TO ALL FANEDS AND READERS: I need to recompile my reader base. If you do like my comics, send me your name and address. If you don't like them PLEASE DON'T RESPOND. I really need to save as much money as I can. Just a word of warning, if you do write my comics and don't sent the info, you don't get my comics, so beware! If you're not a faned. Send an SASE. Don't send me cash, I'll just pull an Aaron Buckner on you (believe me, I already have).

UNIMPORTANT THING #12: So who's all part of this?

Me and David Ramsden make up the "full time staff," more or less. Plus we got the lovable Andy Britton (who I wish would draw something one of these days, Matt Fullelove (remember "The Burning?" It WILL RETURN!!), Joon Yee (remember "Have a Nice Day?" It WILL RETURN!!), and, of course, Noah, Jess, and Todd. Most of these guys do articles, but comic writing and drawing is always available. If you can't print it yourself, I'll do it. Jump on!

UNIMPORTANT THING #728: Is that all?

I would now like to make an announcement. Recently, I've decided to promote my nickname "MJ" to a full-fledged pseudonym. So I'm no longer to be known as "MJ Lesnick"... Just "MJ." I don't care if any of you have a problem with this! I like it! Bite me!

"INCLOSING" I really shouldn't continue to waste space in Pat's zine like this, so from now on, swell news items like this will come with the package containing the comics. Anyway, I hope this thingle of mine will last a lot longer than VA did. What do you think? Write to 15803 Signal Creek, Houston, TX 77095-1624. And once again, if you want my comics, name & address. Goodnight everybody.

HEY INTIMIDATOR!

BY TIM PRIEST, A.K.A. THE INTIMIDATOR

Hey Intimidator,

My name is George.

I am a super bad guy looking for an awe-inspiring super bad guy name, but I have a problem. Let me tell you about it. Most super people have names that have something to do with their super power. Well, my super power involves exposing a certain area of my male anatomy. I cannot seem to think of a name that would be accepted by the Comics Code, and "Intimidator" is being used. Please help me so I can get my super bad guy career off the ground.

Your pal,

George

Well George,

There's nothing more awe inspiring than the Grand Canyon and there's nothing more bad-guyish than a maniacal laugh, therefore in conjunction with your "power" I feel that you should call yourself Reginald.

Thank you,

The Intimidator

P.S. - Maybe "The Penalizer"?

Hey Intimidator,

I've recently been given a yellow plastic bear head. It smiles at me. What do I do?

Guy who recently recieved bear head

Dear Guy,

Smile back.

Peace,

The Intimidator

Dear Mr. Intimidator,

I would like to protest your "Hey Intimidator" column and all the silly letters you print from various superheroes. You are giving people the impression that all superheroes are silly, and neither I nor any of my friends are this silly. I believe you owe us an apology. Now, excuse me while I go shave my pubic hair.

Your, etc.

Super Baloney Cheese Man

P.S. Poo Poo

Hey SBCM,

You dirty two-faced fat-assed Nazi rat bastard! Do you think what I do is easy? I owe you nothing. Without me nobody would ever have even heard of Baloney. I am The Intimidator Dammit. Shave this!

Hey Intimidator,

I want to be a superhero but all I can do is pass really nasty farts. Is there any way to incorporate this talent into a career of crime fighting?

Gassy

My dear Gassy,

Talent? I think not - Gift is more like it. You have obviously been granted an incredible boon by some omniscient force. Let me ask you something. Does it hurt? If not try and use your flatulence to ride the air currents or to speed along under water. Perhaps you could experiment with different energy sources (i.e. food) to develop various gases such as knockout gas, laughing gas, helium, etc. Your potential is beyond most mortal comprehension. Use it wisely. With great flatulence comes great responsibility. You I fear.

With respect,

Sincerely,

Intimidator



FANZINE FEEDBACK

ZINE REVIEWS BY PAT REYNOLDS

DIGITAL PRESS

JOE SANTULLI
44 HUNTER PLACE
POMPTON LAKES NJ 07442-2037
BI-MONTHLY \$1.00/ISSUE
ISSUE 19 24 PAGES

Continuing the thematic issue approach, Santulli and crew bring us the "Rush" issue, dedicated to high-speed panic inducing games like *Tempest 2000* and *Subterranea*.

Joe's "Psychopedia" listing of game developers from A-Z is finally finished with this issue, but he promises his readers that he'll start right up again next issue with the "Game Glossary", which will "...provide capsulized summaries of games across systems, thematically!" We can't wait, and any serious gamer would be wise to start his/her subscription now so as not to miss out on what will surely be an incredibly useful reference.

Jess Ragan continues his "Land of Rare & Exotic Coin-ops" in this issue, and the regular features are here (except "Fantasmagoria" - bring it back, Joel!), making *DP* a top-grade zine.

ENTRY LEVEL

DAVID HUNT
10665 LOWDEN AVE
STANTON CA 90680
MONTHLY \$1.00/ISSUE
ISSUE 6 10 PAGES

Tyrone Rodriguez has returned to the staff of *EL*, providing both the cover illustration and a new layout. Both are very well done, in fact the best this zine has ever had in either area.

David has shortened the zine in order to keep it on a more regular schedule, but manages to pack in quite a lot of good stuff. There are the usual game and fanzine reviews, as well as a fun article about a trip to Virgin Games to play *Madden* against Tommy Tallerico, among other things. The outspoken 3/5th's Man levels a torrent of insults against Aaron Buckner, fandom "artists", the government, and, what's this (?). some *Fantazine* staffers to boot. I guess this guy doesn't get out much.

EL is a steadily improving issue, and this is their best one yet, so give them some support, okay?

UPROAR

MICHAEL PITTARO
18 OLD COACH RD
HUDSON NH 03051
BI-MONTHLY \$1.50/ISSUE
ISSUE 9 14 PAGES

Well, Michael has improved a lot since the last issue. The layout is definitely getting better, and the writing seems a bit more concise and well-thought out as well. The *MKII*

guide is a bit late, as all the mags and half of fandom have already run similar columns, and anybody who has *Joy of MKII* will never want to look at another attempt to dissect the game again, as it is the perfect strategy book.

"In an Uproar" is pointless - Michael and his younger brother Jim argue over what system is better with no clear outcome or reason, but other than that article, this is a decent issue. The review of Commodore's new system is good, although Michael spends a little too much time lamenting over the joypad design (if the thing is comfortable, what difference does it make if it's weird?). The game review section is very good, covering many systems. *Uproar* has improved remarkably since last year and deserves a look.

PARADOX

CHRIS JOHNSTON
316 E 11TH AVE
NAPERVILLE IL 60563-2708
MONTHLY \$1.00/ISSUE
ISSUE 16 12 PAGES

Right on the heels of his controversial "The Nintendo Manifesto" article in the previous issue, Johnston delves into an even bigger topic - the industry crash which threatens to repeat history 10 years after Atari's Waterloo. Two lengthy essays (by Jason Whitman and Johnston) on the subject fill most of the space in this issue. They are both well thought out and involved, citing examples from the current market as well as that of the last decade. The issue is rounded out with a good letter column and editorial page, as well as some small info boxes.

All gamers would do themselves a favor to read this issue from cover to cover. The info and opinions expressed within are sure to be only the tip of the iceberg.



MATRIX

JEREMY STATZ

N6148 170 ST

ELMWOOD WI 54740

BI-MONTHLY \$1.25/ISSUE
ISSUE 7 10 PAGES

Matrix continues to be a good zine, with a line-up of contributors including 3/5th's Man, MJ Lesnick, and others. There are the zine standards: game reviews, zine reviews, articles, columns, editorial, as well as a cartoon by (or is that "dy"?) MJ, and some humorous tidbits thrown in for good measure. Jeremy has been improving this zine a lot, and it's become a very good read.

FANZINE OF THE MONTH:

HARDCORE

TYRONE RODRIGUEZ

1122 NORTH BERNI STREET
SANTA ANA CA 92703-1506

BI-MONTHLY \$1.50/ISSUE
ISSUE 1 24 PAGES

After months, and months, and a few more months of waiting. Tyrone's finally delivered his new zine into an expectant fandom. What is the result, you wonder? According to this editor/fanzine reader, *Hardcore* is the best first issue to come around in a long time. Tyrone's experience with *Entry Level* paid off, as he has honed his zine skills very well, and it shows here. *Hardcore* is a divided into two parts; the first is devoted to gaming and includes good reviews, a well-done overview of the WCES, some of Tyrone's artwork, and a few articles. The second half is a melting pot of non-gaming opinions, including Pettibone's animal rights column and Paige's anti-abortion tirade, among other things. The diversity of this duality (I like that word) makes *Hardcore* a great addition to our growing fandom.

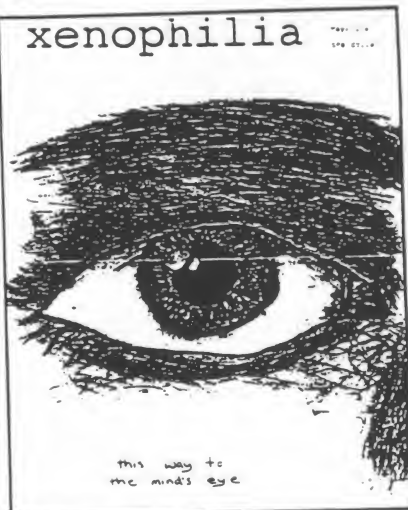
COVER OF THE MONTH:

ENTRY LEVEL #6

BY TYRONE RODRIGUEZ



xenophilia



SNES GAMING

RICH WIGSTONE

770 CONCORD LANE

HOFFMAN ESTATES IL 60195-1835

BI-MONTHLY \$1.50/ISSUE
ISSUE 8 8 PAGES

Rich continues to put out the best single-system zine available. He's also devised the single best review system I've ever seen, which compares games to the standard for their genre and rates them in over 20 areas in 5 categories, some of which are specific to the game's particular genre. The highlights of this issue are an interview with Chris Johnston of *Paradox*, a look at BPS's new 4 player adapter, with a list of compatible games available, and of course the usual line-up of solid reviews. I liked the "Price Insanity Meter", which rates the ever-dropping price of the 3DO from "ludicrous" to "buy now, think later." As always, *SNES Gaming* comes highly recommended to SNES players, as well as anyone interested in seeing what a professionally written, edited, and published fanzine looks like.

ZINEOPHILIA

NOAH DZIOBECKI

4436 E 5TH ST

LONG BEACH CA 90814

BI-MONTHLY \$1/ISSUE
ISSUE 2 22 PAGES

Back in issue # 6, I gave *Zineophilia* a lukewarm review, based on my impression that Noah wasn't really sure where he was going with this zine. Well, it seems as though he's found the direction that the first issue was lacking. This time Noah pulls together the zine and forms it into what I assume he was driving for all along. Contributors include Russ Perry Jr., and Todd Lintner, among others, and features include movie and music reviews, poetry, and short stories. *Zineophilia* no longer covers gaming, but that's all right, as long as Noah has found his calling, so to speak. It's worth at least a sample issue.

THE GRIPEs OF WRATH 3

By Adrian "Jourgensen" Proctor

I don't know where or how this all got started. I don't know what lamebrain came up with these or why kids go crazy over these guys. WILL SOMEONE PLEASE EXPLAIN THE POWER RANGER CRAZE?!! What is so great about this show that's a cross between "Voltron" and "Saved by the Bell?" The acting SUCKS, the editing SUCKS EVEN MORE, and the special effects take the cake in ALL TIME SUCKINESS! Yet, kids go crazy for this shitty show and get this... there's even talk of putting the Podunk Rejects on Batman's 4:30 slot!! Fuck!! Speaking of Batman, I've got three words for Fox... NO MORE RERUNS!!! DAMMIT!! I want to see some new shit starring old pointy ears by this fall.

Last time you saw my bitch and moan article, you read my complaints about anime... HERE'S MORE!! WHY DO THEY GET SUCH LAME VOICE ACTORS FOR DUBBING THE MOVIES?! I MEAN GEEZ!! If there's a woman character in a cartoon then get a WOMAN to do the voice! What's wrong with getting appropriate voices for the characters or at least people that can act!! Such an example is "Urotsukidoji" where some girl says (like it's being read straight off a cue card) "Take me Ozaki, take me, take me now" in as flat and monotone a voice as possible. Let me also say she was saying this in the heat of the moment!! SHIT!!

More gripes with anime have to do with the MUSIC!! I have seen some good Japanese cartoons that suffer because of lame music. In "Fist of the North Star", there's this constant, annoying contemporary jazz music playing. HOW ABOUT A FUCKIN' ROCK TUNE!?! HUH?!! What's with jazz? What's the deal with putting English lyrics in Japanese songs?! Have you guys ever seen this? You watch the beginning of a Japtoon and as usual there's a song sung in Japanese. All of a sudden you hear some English in the lyrics. WHAT'S UP!? IT'S STUPID!!

Oh, don't think I forgot about *Super Street Fighter Turbo*. Shit, if I wanted to play a game where every move I made was counterattacked the second I pushed the button and repeatedly beaten into the corner by a cheating computer I would play a Neo Geo game! The programming on *SSFII Turbo* stinks! I think we should write Capcom and complain and demand an upgrade chip! Midway did it with *Mortal Kombat 2*, why can't

Capcom do it? Because they're SHITHEADS? Why is Akuma so impossible to get to? Is it because Capcom is infected with the vile SHITHEAD mentality?!!

That might also explain why they licensed the rights of the *SFII* characters to HASBRO! GI JOE *SFII* characters? WHY BASTARDIZE the characters with these atrocious representations? But W-W-WAIT, IT GETS WORSE! *Street Fighter II* the live movie is fast becoming a reality. I have a feeling though that this movie is being made by Golan/Globus. You know, the same dipshits who mad such visual masterpieces as Masters of the Universe. Get this, you know who's playing M. Bison in this dogshit picture? Raul Julia! RAUL JULIA!! Why not the guy who played Brackus in Best of the Best 2. He's better fit for the part!! Anyone who's seen that movie knows he would be great for the part! He has the build, features, THE JAWLINE!! HE IS M. BISON! Better yet, import the Japanese movie.

MKII is on its way to home systems... WHY?! It's just going to get ruined like the first one! Either poor control or prudish fatalities or microscopic characters and muffled sound quality. Y'know, we need some of those European games like *Flink* where they know how to program on a Sega machine. Three words for *Mortal Kombat* - NO BLOCK BUTTON!!

One more thing I forgot to bitch about... anime movie titles! Explorer Woman Ray? Bio Booster Battle Armor Guyver? This one here is stupid... SUPER DIMENSIONAL FORTRESS ORGUSS!? Or how about the ones named after foods like Pineapple Squadron or Bubblegum Crisis (*Appleseed?* - Pat). I've come up with one of my own. "Bio Dimensional Woman Bubblegum Guy Ray Rei. It's about a woman who constantly tears off her clothes and fights demonic teenage cyborgs. I might as well get this out of my system so here it goes... is there a problem with hemophilia in Japan?! Why in Japanese cartoons do the characters lose so much blood from the smallest wounds? One prick on the finger and they lose three pints.

Anyway, I gotta go. Till then, I will be feasting on Cammy's wretched heart!



PAT'S REALLY LYING STORIES*

By Tim Priest

So there we were, Pat and I, trapped in the congo. The heat had already fried Pat's brain, and I was going fast. We had barely made it out alive from that two-bit pile of junk Pat called the Patplane before it blew. Pat took a piece of shrapnel to the left ear. He'd lost a lot of blood over the past two days of hiking through the treacherous jungle and I wasn't about to let the heat finish him. He needed to be cool.

I decided to build a freezer so I could reach in and pull out a nice grape popsicle to soothe Pat's heat exhaustion. I spent hours digging deep into the ground and smelting ore to fashion crude sheet metal and pipes. I used Pat's glass eye to focus the sun's light into a beam strong enough to fuse the sand I had collected from the corners of my eyes into a nice glass lid for the freezer which read "I scream, you scream, we all scream for ice cream." Pat wasn't holding on too well. He kept mumbling about someone that looked like me and the phrase "corner cafe" reiterated from his shrunken emaciated body.

This jungle was slow cooking us to death. Pat smelled good - made me hungry. I smelled like I could use a little more paprika. Anyway, by the time I got the hinges polished up on the door of the freezer Pat was panting "to the tunnels, Intimidator, to the tunnels!" over and over again. This drove me mad and I fell prey to my instincts and splashed him with water from a nearby babbling brook. This revived him and my freezer was left for the natives to pillage, but I wasn't stupid - I wired it for 220. They'd never find an outlet for it. Bwa ha ha ha ha. Pat spoke for the last time about his delusions with a bitter anguished query of "why did Little Girlie Lad have to die?"

Anyway, Pat's lying; this is a true adventure.

AN OPEN LETTER TO JESS RAGAN

From The Intimidator

Jess, you've let your guard down. You've maintained a facade of brilliant design. No one would have suspected that you were brain dead. But you've blown it by publicly admitting your inability to accept the world renowned Mustard Plug as your musical savior. They are here to save you and your ilk from the everyday white trash rock and easy listening alternative grunge pablum that radiates from every hole in the wall and head of todays youngsters. This music is upbeat fun-lovin' get off your ass and fight crime music. It is most effective at night, in crowds, when your head's filled with smoke and at full possible volume. If you get it it will save you, if not you're damned.

Peace,
The Intimidator



*Only the facts have been changed to provide interest.

Episode 1

15 JUNE 1994

INTIMIDATING

By Tim Priest

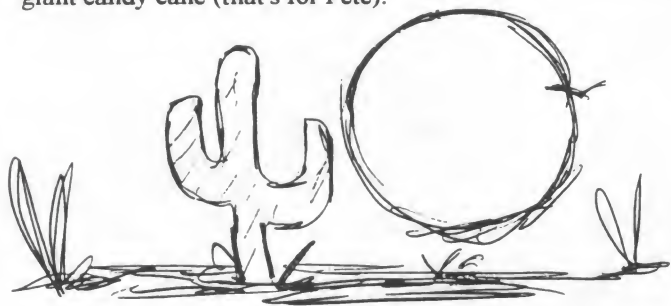
To be considered a hero one must be taking on challenges that could indeed overpower him. The ability to face the adversary in the first place is what makes a hero a hero. It has been said that the belief in heroes makes us heroic. With this in mind we must consider that those which we consider heroes must be susceptible to some kind of defeat yet manage to avoid it. In other words, heroes have weaknesses. Superman fights on under the influence of Kryptonite. Batman is a common man who's back has been broken yet fights on. Aquaman is always really thirsty yet he fights on. Well, what I'm getting at lads is that your beloved Intimidator has his weakness as well. No, it's true. I'm no god. I'm revealing this to you because I trust you, nay, because I love you, and because knowledge of this weakness will do you no good.

My dear readers, yours truly has feet of clay. No seriously, the bones in my feet are composed of clay. It begets incredible mind crushing pain constantly. As the pamphlet on this rare disease states: "Pain occurs when sitting, standing, walking, running, laying down, swimming, eating, watching TeeVee, and while sleeping." It would have been enough to just say "Pain occurs" and leave it at that.

Medication was prescribed but after close scrutiny and 5 months of sucking those babies down I became aware that they caused my liver to turn to pate (luckily, Little Girlie Lad's body was kept alive to use as spare parts).

Anyways, the constant pain seems to be the origin of a buzzing noise in the back of my neck. This is responsible for driving me insane. The doctors told me that they could break my feet ("Misery") and reset them but they weren't sure it that it would help. I told them to try it on a little girl and let me know. They haven't called back yet.

So I deal with it. I fight the good fight and occasionally get the urge to eat my socks, but other than that I am A-OK. I deal with the pain and relief comes only when I down another two bit rogues gallery gimmick psychotic villian wielding a giant candy cane (that's for Pete).



WHAT BT THOUGHT OF OUR LAST ISSUE

By Brian Tramel

Fantazine #7: Let me be honest guys and gals. The last issue of this respectable zine sucked. It wasn't even worth my time to read it... just kidding, but I'm tired of starting my review by saying "Pat does it again - another great issue!!" BUT, yes, Pat & the crew continue to publish one of the best zines I get... I'm also hooked on *Super Metroid*. I suck on these types of games, though. It usually takes me forever to get through them and most of the time I just chunk the game before finishing it. Hopefully *Metroid* will be different and I will complete it. I love the game, but I do get so frustrated!!! I hate my cuz Daniel for letting me borrow this and I've threatened to find the programmer that made this game, so I could KILL HIM and everyone that looked like him!!!!... I'm trying to get control of myself... The SNES/Sega debate on which machine is best is dumb. Each system has games that are better. I feel no system is better than the other. If you don't like the games on a certain system, then don't play that system. Simple as that... I had a letter printed, but I have had no response in getting used games from anyone!! Where are all you friendly readers??... Companies are trying to make Sega look bad and boost sales of SNES? I don't see it happening. It's the great VIDEO GAME CONSPIRACY. It will all be revealed that it is Elvis who is trying to make Sega look bad and he shot JFK as well, right?... Mark Allen was good as usual. If the Jag was a bit cheaper, I would have already bought one. The games I've seen on it look great. I do agree with Allen though that Atari should have waited until Sega and Nintendo came out with their new systems... Is it just me? I really don't see anything replacing the 16-bit systems. There is just too much software out there to let it die... Jess Ragan is always interesting and Priest is always fun... I really hate reading about Super Famicom and Mega Drive games. Why? Because I don't have a system!! "Real Life Stories" was cool. I'm looking forward to more episodes... Anime fans will be happy to know that if you own a satellite dish Network 1 (F1/Channel 11) airs 2 hours of anime every week. The only drawback of this is that they censor blood and nudity. Most of the times the story does not get lost but I'm told "Fist of the North Star is much different uncut. #7 was as good as the others and I recommend you continue to subscribe to this fine publication. And, now you even get to read my rambles. I'll give #7 (****). My hat is off to everyone for such hard work.

THINGS THAT ENTERTAIN PEOPLE

TV

1990 Blue
Full House
Caris + Butthead
Beverly Hills 90210
Martin
14v
The Larry Sanders Show
A Living Color
Batman: The Animated Series
Men
Frisco County
Married With Children
Seinfeld
Home Improvement
and, of course,
Saturday Night Live

RADIO

Mariah Carey
10000 Maniacs
Counting Crows
Smashing Pumpkins
Metallica
Us 3
Jimi Hendrix
Stevie Ray Vaughn
Brian Adams
Michael Bolton
Nirvana
Blind Melon
U2
Whitney Houston
Meat Loaf
Cranberries
Bjork

COMICS

Superman
Batman
X-Men
Spiderman
anything ending in "Man"
Spawn
Youngblood
Wild Cats
Wet Works
Pitt
Asylum
Hulk
Garfield

... BUT WHY?!!
©1994 dy MT

MOVIES

Wayne's World
Batman
Basic Instinct
Far and Away
Lethal Weapon
Beverly Hills Cop
Robin Hood
Flinstones
Disney
The Three Musketeers
Home Alone

~~THE~~ GAMES: Street Fighter 2, Mortal Kombat, Sonic, NBA Jam, Gunstar Heroes, Aladdin, Super Empire, Jurassic Park, World Heroes 2, Fatal Fury, Final Fight, Taz Mania, Zombies Ate My Neighbors, Tempest 2000



TYRONE'S GOT HARDWARE

By Tyrone Rodriguez

Super GameBoy

How good could the Super GameBoy (SGB) be to make you buy it? I, the GameBoy hater of all time, was impressed with the new life the SGB gives old crusty titles.

This new peripheral allows one to alter games to some extent. Among the handy dandy options are COLOR! Yes, you can assign preset or personalized color combinations. There is only one problem to this. Due to the GB's ability to display only four shades of gray you can only have four colors on-screen. That isn't bad especially if you know what you're doing. Provided is a palette which at first glance would look limited, but all colors have shades and tints. A button configuration is also supplied.

In another creative effort, the N-men give you borders. There are about nine preset borders which range from theatres to Gothic type settings. One spot is left for any type of border you might like to make (sounds tempting, doesn't it, Sean?). Here's the clincher: **THERE IS NO MORE BLURRY SCREEN WITH THE SUPER GAMEBOY!!!** That's right, since it's on your television there isn't any low-quality LCD to ruin good games (like the MegaMan series). I'll warn you, though - the entire screen isn't used for playing field, it's only about 1/3 the screen size (probably closer to half). Worth a purchase if you have a bunch of games collecting unemployment checks somewhere.

The Super GameBoy Controller

Yes, the SGB has just been released and already there is a special controller in the works. Believe you me, without this little puppy I was lost using the Super GameBoy.

The pad plugs into the regular controller slot. It gives you true slow motion. By now most of us know that the slo-mo provided by all other controllers is just a mechanism which simulates the pressing of the start button at a billion times a second. This pad actually slows down the game. Just listen to the music at the three variable speeds. There is also a mute function. Best of all the buttons are labeled (not libeled) with their respective functions. It shouldn't cost much more than a standard turbo-equipped SNES pad. And yes, you can use it on SNES games.

Fighter Stick Multi

I feel like beginning this review with a cliched phrase, so let's. Are you sick of having to buy a new joystick every time a new fighting game comes out on a different system? I am, too. Well, now with the Atlus/Hori Fighter Stick Multi you can stop the hassle and throw away your obsolete peripherals. The Atlus FSM supplies you with connections to the Duo, Genesis, and SNES. It will retail for \$49.99. In comparison with the Capcom Fighter Power Stick (CFPS), the FSM is more durable and versatile. Turbo and hold are provided for all six buttons. It's very stable and heavy, with some sort of friction-inducing thingies on the bottom. It's not much to look at, but it says what it does...er, does what it says.

LAST ISSUE UPDATE!

Issue #9 (NEXT issue!) will be the final issue of *Fantazine*. At least, for a long time. And even then, we might not bring out another issue, so let's make the last ish something special, okay? Here are just a few highlights coming your way in the grand finale:

- Mark Allen finally gets his Jaguar! Find out if his expectations are fulfilled, or if his fondest dreams are dashed like eggs to a hard kitchen floor.

- The interviews you've been waiting for: The Intimidator and Pat Reynolds. Both will be reader-driven interviews, meaning YOU send in the questions you want answered, and we answer them! Ask Tim how long his mustache is, or inquire about Pat's love life; we don't care! All questions will be answered.

- Thrill to profiles of staff members, including pictures and entertaining info about our whacked-out writers.

- Dig into YOUR picks for the BEST and WORST games and systems of ALL TIME! As an added incentive, only those readers who return their ballots completed will receive issue #10 when (if) it comes out one year from now.*

- Tim does something REALLY weird...

And much, much more! Issue 9 should be out late August or September. All contributors are advised to send their material in for the next issue as soon as possible.

*"The Best of All time Awards" have been cancelled...

